

In the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (Currently Amended) A system for managing context information in a graphics system having multiple displays configured as a single logical screen (SLS) comprising:

a single device driver coupled to directly communicate with display hardware of at least two displays;

a graphics API (application program interface) for communicating graphics information to the single device driver;

a memory configured to store context information, the memory in communication with the single device driver; and

a mechanism configured to direct context data from the memory to the display hardware of only one of the displays.

2. (Original) The system of claim 1, further comprising a mechanism configured to determine which one of the multiple displays that a majority of a window occupies.

3. (Original) The system of claim 2, wherein the mechanism configured to direct context data operates in response to the mechanism configured to determine which one of the multiple displays the majority of the window occupies, such that context data is directed from the memory to the display containing the majority of the window.

4. (Original) The system of claim 1, wherein the mechanism configured to direct context data is disposed with an X-Server.

5. (Original) The system of claim 1, wherein the mechanism configured to direct context data is disposed with a device driver for display hardware.

6. (Original) The system of claim 1, wherein the graphics API is OpenGL.

7. (Original) The system of claim 1, wherein there is a single device driver per context.


8. (Original) The system of claim 1, further comprising an X-Server and a user interface to allow a user to controllably move and size windows on the SLS.

9. (Currently Amended) In a graphics system having multiple displays configured as a single logical screen (SLS), a method for managing context information comprising:
determining which one of the multiple displays that a majority of a window occupies;
directing context information from a memory into display hardware associated with only the display that a majority of the window occupies.

10. (Original) The method of claim 9, wherein the step of directing context information from the memory into display hardware associated with the display that a majority of the window occupies, further comprises not communicating the context information to display hardware associated with other displays.

11. (Original) The method of claim 9, wherein the step of determining which one of the multiple displays that a majority of the window occupies is performed by an X-Server.

12. (Original) The method of claim 9, wherein the step of determining which one of the multiple displays that a majority of the window occupies is performed by a device driver for display hardware.



13. (Original) A system for managing context information in a graphics system having multiple displays configured as a single logical screen (SLS) comprising:
a single device driver coupled to communicate directly with display hardware of at least two displays; and
a graphics API (application program interface) for communicating graphics information directly to the single device driver, and without communicating the graphics information through an intervening process.

14. (New) The system of claim 3, wherein the mechanism configured to direct context data operates such that context data is directed from the memory to the only display containing the majority of the window, when the window spans more than one display.